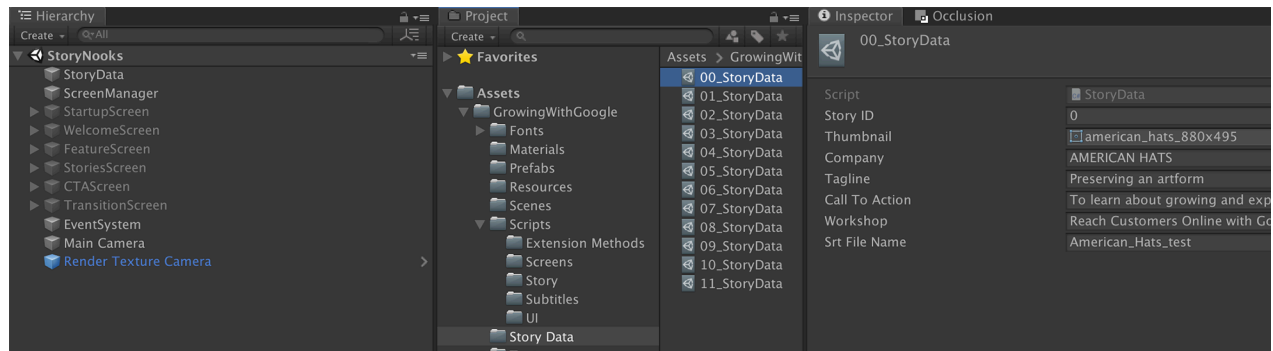


Story Nooks app, created with Unity 2018.3.8f1
4/2/2019

Notes:

The ScreenManager object inspector is where you set which video clips are being used (as well as most default settings).

To edit the info for a specific story, find the corresponding StoryData object in the inspector:



The project is currently set up for 12 stories.

Leave all Screens inactive before Play -- they will be turn on automatically as needed.

SRT files go into resources folder, with file extension changed to .txt
Enter the SRT file name in the corresponding StoryData object.

FYI: Text Mesh Pro text objects are used (rather than Unity Text objects) in cases where fine control is needed over leading (line height) or tracking (character spacing).